

IM-DOL-GF7P-AUS



STAR FOXTM

ASSAULT

INSTRUCTION BOOKLET


NINTENDO
GAMECUBE.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activities until you feel better.

⚠ CAUTION - Brightness of TV Screen

The brightness of the TV screen differs with each TV but can typically be adjusted. Always play games with the appropriate brightness setting. Excessive brightness or darkness can cause discomfort. If necessary, please refer to the instructions manual of your TV for guidance on adjusting the brightness of your TV.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the Star Fox™: Assault Game Disc for your NINTENDO GAMECUBE® System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and helpline information. Always save this book for future reference.



1-4 Player
Simultaneous

**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



Memory Card
Uses 05 Blocks

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

Please refer to the Nintendo GameCube instruction booklet for direction on how to format and erase Memory Card files.

60Hz MODE

60Hz mode (unlike 50Hz mode) is not supported by every TV.

On TVs that support 60Hz mode (PAL60 compatibility) this game can be displayed at 60Hz for an even clearer display with higher quality.

To activate 60Hz mode, select 60Hz mode when "This version is compatible with 60Hz mode. Please select mode." is displayed.

If you have chosen 60Hz mode and your television does not display this mode correctly, please turn OFF the power to the NINTENDO GAMECUBE and then turn the power ON again before selecting 50Hz mode.

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THE HISTORY OF STAR FOX

Andross' Ambition (Lylat Wars)

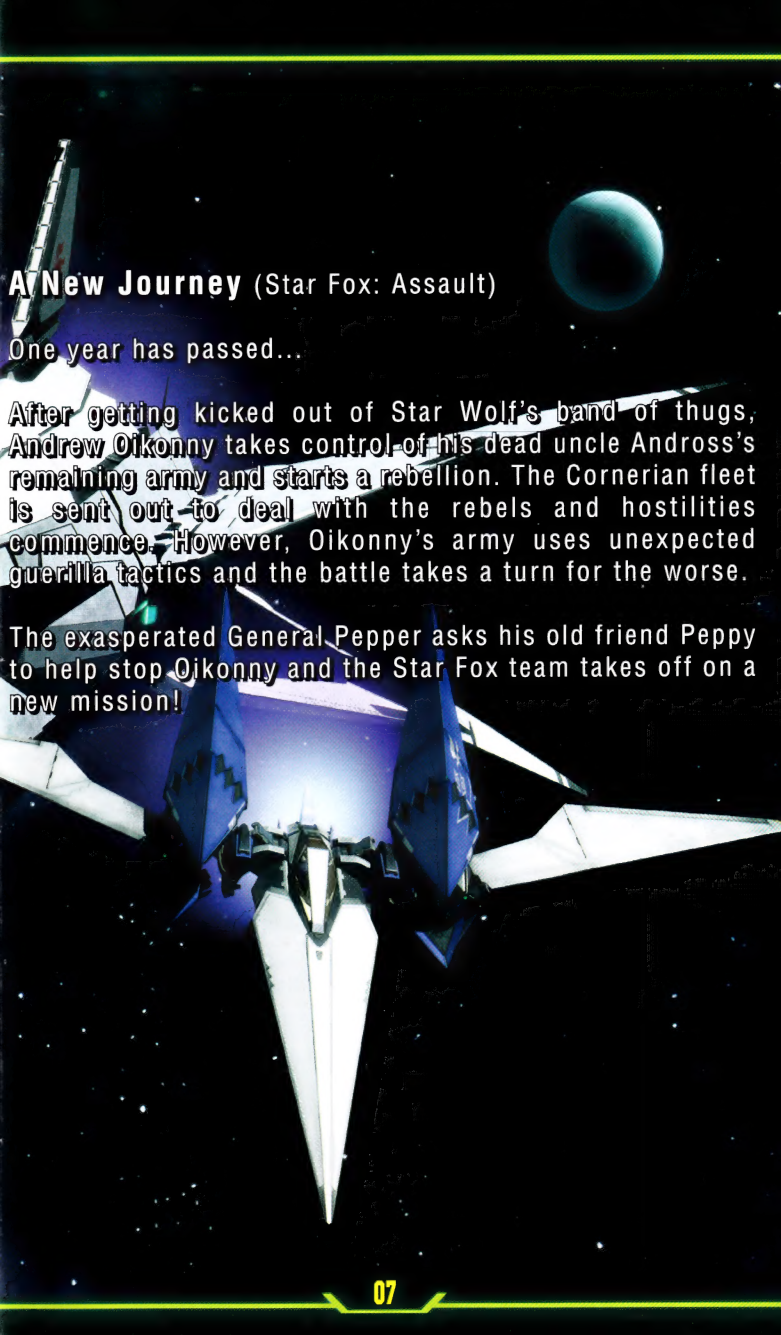
Corneria, the fourth planet of the peaceful Lylat system, is threatened by the forces of the mad scientist Andross. In response to this crisis, the Cornerian commander-in-chief, General Pepper, entrusts the fate of the planet to Fox, Falco, Slippy, and Peppy, who together form the Star Fox team.

After many vicious battles, the mercenaries reach the enemy stronghold on the planet Venom, where Fox challenges Andross to single combat. After a pitched battle, Fox narrowly defeats Andross and the threat is vanquished.

The Plight of Sauria (Star Fox Adventures)

A few years after the Andross affair, Fox is hired to investigate the planet Sauria. After adventuring across the surface, he reveals Andross as the culprit behind the troubles. The team is forced into a ferocious battle, but when it seems all is lost, Falco rejoins the team in the nick of time and Star Fox once again defeats Andross.

With the reinstatement of Falco and the addition of the mysterious young woman, Krystal, a new Star Fox team is born.



A New Journey (Star Fox: Assault)

One year has passed...

After getting kicked out of Star Wolf's band of thugs, Andrew Oikonny takes control of his dead uncle Andross's remaining army and starts a rebellion. The Cornerian fleet is sent out to deal with the rebels and hostilities commence. However, Oikonny's army uses unexpected guerilla tactics and the battle takes a turn for the worse.

The exasperated General Pepper asks his old friend Peppy to help stop Oikonny and the Star Fox team takes off on a new mission!

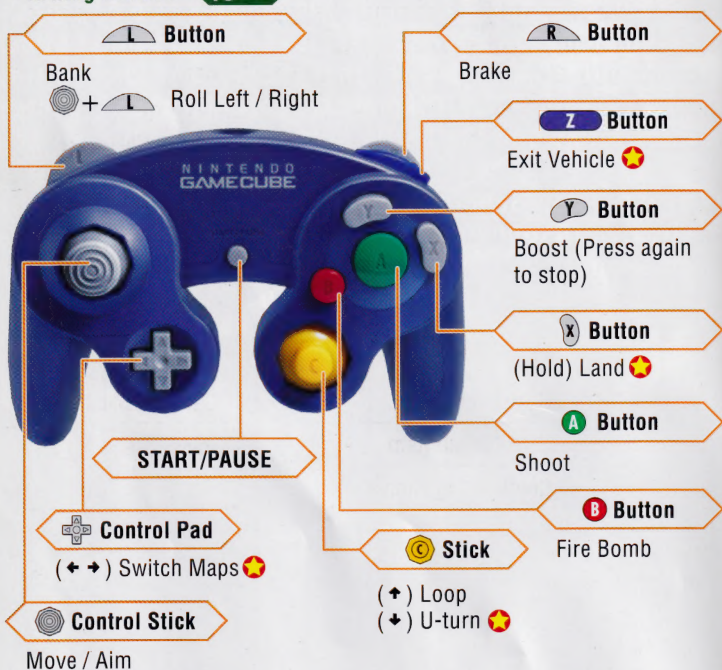
GAME CONTROLS

There are three Controller setups in Star Fox: Assault. The Arwing controls are the same in each setup.

SINGLE-STICK CONTROL

A basic configuration where you move with  and attack with .

• Arwing Controls



 Only used on all-range stages.



• Landmaster Controls **pg. 33**

	Fix Alignment
 + 	(← →) Slide
 	(Press Hard) and (← →) Roll Left / Right
	Move
	(← →) Switch Maps

 + 	Aim
	Exit Vehicle
	Hover (Press again to stop.)
 / 	Boost
	Shoot

• Pilot Controls

	Fix Alignment
 + 	Slide
 	(Press Hard) and (← →) Roll Left / Right
	Move
	(← →) Switch Maps
 + 	Aim

	Enter Vehicles / Taunt
	Jump
	Scope On / Off (When sniper rifle is equipped.) pg. 34
	Shoot
	Use Barrier
	Switch Weapons

Basic Controls on Menu Screens

	Select Menu Item		Cancel Selection
	Select Menu Item	START/PAUSE	Pause Menu
	Confirm Selection		pg. 17

Control Icon Display

The  +  pairing means to press and hold  while moving .

Shooting

If you have a charged shot (pg. 31) while in a Landmaster or Arwing, you'll lock onto an enemy. This is consistent across all Controller setups.

DUAL-STICK CONTROL

An advanced configuration where you move with  and  and shoot with .

• Arwing Controls

	Bank
	(Press Hard) Roll
	Move / Aim
 	( ) Switch Maps
 	( ) U-turn
	( ) Loop
	Brake

 	Exit Vehicle
	Boost (Press again to stop.)
 	(Hold) Land
	Shoot
	Bomb

• Landmaster Controls

	Fix Alignment
	(Press Hard) and ( )
	Roll Left / Right
	Forward Reverse ( ) Slide
	( ) Switch Maps

	Shoot
	Exit Vehicle
	Hover (Press again to stop.)
 /  / 	Boost
	Turn Left / Right Aim

• Pilot Controls

	Fix Alignment
	(Press Hard) and ( ) Roll Left / Right
	Slide
	( ) Switch Maps
	Shoot
	Enter Vehicle/Taunt

	Jump
	Scope On / Off (When sniper rifle is equipped.) 
 / 	( ) Switch Weapon
	Use Barrier
	Turn Left / Right Aim

R BUTTON RUN CONTROLS

An advanced configuration where you look with  and move with .

• Arwing Controls

	Bank
 + 	(Press Hard) Roll
	Move / Aim
★ 	(↔) Switch Maps
	(↑) Loop
★ 	(↓) U-turn

	Brake
★ 	Exit Vehicle
	Boost (Press again to stop)
★ 	(Hold) Land
	Shoot
	Bomb

• Landmaster Controls

	Fix Alignment
 + 	(↔) Slide
	(Press Hard) and (↔)
	Roll Left / Right
	Turn Left / Right
	(↔) Switch Maps
	Move Forward

	(Press Hard) Boost
	Exit Vehicle
	Hover (Press again to stop.)
	Move Back
	Shoot

• Pilot Controls

	Fix Alignment
 + 	Slide
	(Press Hard) and (↔)
	Roll Left / Right
	Turn Left / Right
	(↔) Switch Maps
	Move Forward

	Enter Vehicle / Taunt
	Jump
	Scope On / Off (When sniper rifle is equipped.) 
	Shoot
	Use Barrier
 / 	(↔) Switch Weapons

GETTING STARTED

Put the Star Fox: Assault Game Disc into the Nintendo GameCube and insert a Memory Card into Slot A. Close the Disc Cover and press the POWER Button.

MAIN MENU

Press START/PAUSE or **A** on the Title screen to display the Main menu. This is where you choose the game mode you want to play. Use  or  to choose a game mode and press **A** to confirm.



SINGLE MODE

pgs. 16-23

In Single mode you clear missions to progress through the story. There are three different styles of game play here: Story, Mission, and Survival. Survival will become available once you have cleared the Story mode.



VS. MODE

pgs. 24-27

Up to four players can compete in Vs. Mode. There are many different stages available and the rules can be changed to suit your mood.

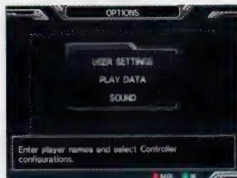




OPTIONS

pg. 28

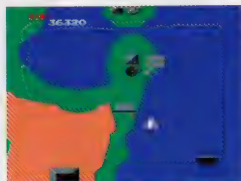
Select Options to view records and adjust Controller and sound settings.



BONUS GAME

pg. 29

After you've collected all of the silver badges, you can come here to play the bonus game, Xevious.



ABOUT SAVING

In order to save Star Fox: Assault game data you will need to insert a Memory Card into Slot A that has at least 1 file and **5 empty blocks** available. Single-mode data will be saved after the results screen (pg. 21) is displayed. Changes made in the Options menu and Vs. mode results will be saved automatically.

Please do not touch the Memory Card or POWER Button while data is being saved, as this may damage the Nintendo GameCube or the Memory Card.

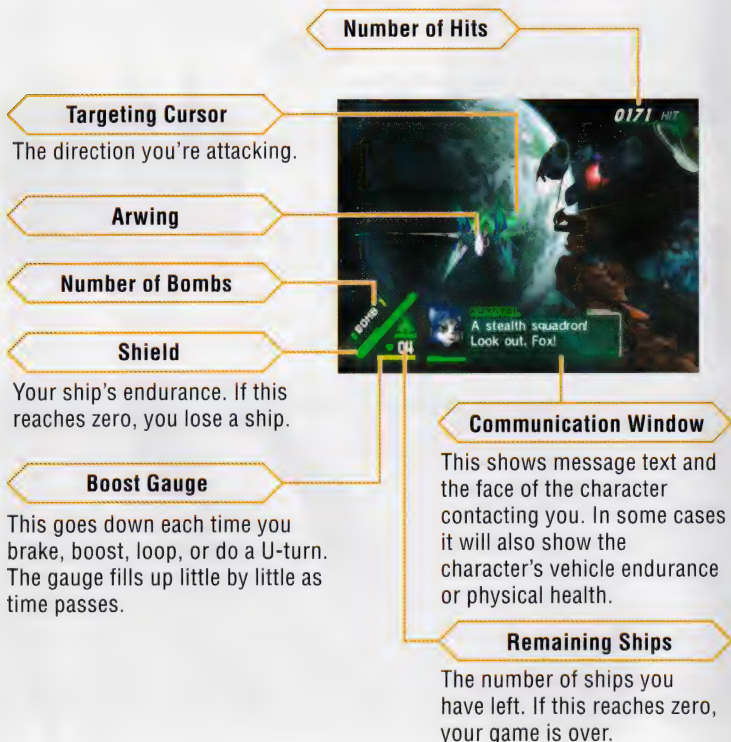
To learn how to manage Memory Card files or format a Memory Card, please see the Nintendo GameCube Instruction Booklet.

GAME SCREENS

There are two types of stages: shooting stages and all-range stages.
The screen displays differ slightly between the two.

SHOOTING STAGES

Stages where you pilot Arwings through 3-D environments are shooting stages. Proceed to the goals of the stages to clear them.



ALL-RANGE STAGES

Stages where you control Fox and move around a contained area are all-range stages. You clear these stages by destroying a set number of targets. You can also pilot Arwings and drive Landmasters (pg. 33) on some all-range stages. When you change weapons in Pilot mode, the name of the new weapon is displayed.

Might Gauge

On select stages, this gauge shows you increases and decreases in enemy numbers.

Combo Number pg. 17

The current combo number appears here.

Targeting Cursor

The shape of the targeting cursor changes depending on your current weapon.

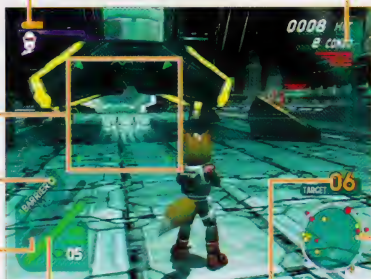
Number of Barriers

Shield

The endurance of the vehicle you're using. If this reaches zero, the vehicle will be destroyed and only Fox will be displayed.

Life Gauge

This shows Fox's health. If this reaches zero you will lose one life.



Number of Targets

Radar

This shows the location of Fox, enemies, vehicles, etc. Press Left and Right on  to switch maps.

	Fox		Allies
	Airborne		Surface
	Targets		Arwings
	Landmasters		

Ally icons will be colored differently for each character.

SINGLE MODE

These are the rules used in Single mode. Whether the missions are shooting stages or all-range stages is predetermined.

BASIC RULES

Take control of Fox and complete missions to clear individual stages and proceed through the game. If you're hit by enemy attacks or run into obstacles, you will take damage. If your life gauge or shield drops to zero, you will lose a life or ship and begin the mission again.



GAME OVER

If you have no remaining lives or ships and your life gauge or shield drops to zero, the game will end and the Title screen will display.



SWITCHING VEHICLES

On all-range stages, you can use both Arwings and Landmasters. You can change vehicles at any time. See page 30 to learn how to change vehicles.



GROUP BONUS AND BLAST BONUS

On shooting stages, you can receive group bonuses for taking out entire squadrons of enemy ships. You can also get blast bonuses if you destroy five or more enemies with a single attack. When you get bonuses you receive more hit points than normal. Blast bonuses are relative to the number of enemies you destroy, so the higher the number, the bigger the bonus.



COMBO BONUS

On all-range stages, a red gauge will appear when you defeat an enemy; if you topple another enemy while the gauge is still displayed you'll receive a combo. For every 10 enemies in a combo, you'll add a bonus to your hit score.



PAUSE MENU

Press START/PAUSE during missions to display the Pause menu. To continue from the Pause menu, select Continue with  or , then confirm by pressing . To quit, select Quit and confirm the same way. The Pause menu also displays the amount of time you've spent on the current mission and any special flags (pg. 32) you've acquired.



SINGLE MODE

GETTING STARTED

Select Single mode on the Main Menu, then choose New User to move to the Name Entry screen.

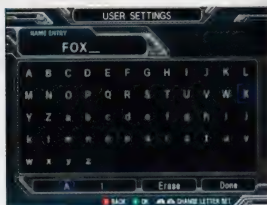
NAME ENTRY

Enter your name and create your player data file here. Player data files contain your game progress, Vs. records, and other information.



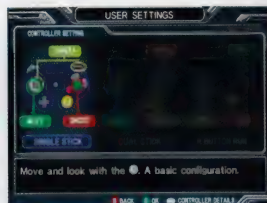
NAME ENTRY

This is where you name your own personal data file. Use or to select letters, then press to confirm. Select Done when you are finished to complete the name-entry process. Press to delete the previous letter, and use or to shift character sets. Once a name has been entered it can never be altered.



CONTROLLER SETUP

Next, you will choose the Controller configuration you want to use. Use or to select a type then press to confirm. You can press to see details on each Controller setup.





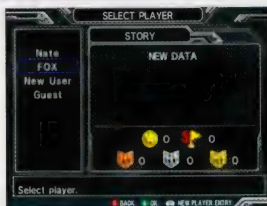
DETAILED SETUP

After you choose your Controller setup, you will see one more screen of setup options. Press Up and Down with or to select a menu option, then press Left and Right to change the setup. Select Done to finish.

Invert Y Axis Arwing	Choose whether or not to invert the Y axis for Arwing control.
Invert Y Axis Landmaster	Choose whether or not to invert the Y axis for Landmaster control.
Invert Y Axis Pilot	Choose whether or not to invert the Y axis for character control.
Rumble	Choose to enable or disable the Rumble Feature.

SELECT PLAYER

Choose which player data to use. Use either or to select player data and press to confirm. You can view the player's progress on the right side of the screen.



SELECT GAME

Choose from Story (pg. 20), Mission (pg. 22), and Survival (pg. 23) with either or , then confirm your selection with .



SINGLE MODE

STORY

Fox and his team face off against the destructive power of the enigmatic aliens known as aparoids. Clear each mission to progress to the next.

BEGINNING/CONTINUE

Choose from either Beginning or Continue to start playing. Select Beginning if you're just starting or Continue if you already have saved game data available. Use  or  to make your selection and press  to confirm. If you have saved game data and choose Beginning, your old saved game data will be overwritten once you complete the first mission.



SELECT DIFFICULTY

Next, choose the game's difficulty level. Use  or  to choose from Bronze, Silver, or Gold levels and press  to confirm. You can only choose a difficulty level if you've chosen Beginning and are starting the game from Mission 1.



BRIEFING

Briefings will give you introductions to missions and explain their goals. Scroll through briefing conversations with  or press START/PAUSE to end briefings. When you choose to continue previous games, you will start from briefing screens.



RESULT SCREEN

This screen displays at the end of missions and shows the corresponding scores. If your mission points exceed the badge score line, you'll receive a badge. There are three badges, one for each difficulty level. Do your best to get them all.

Badge

Mission Points

Mission points are the sum total of enemies destroyed, time bonuses, and level bonuses.

Badge Score

Total Score

The sum total of all mission points.

Special Flags

Flags collected during missions. **pg. 32**

Ally Medal

You get ally medals if all team members survive a mission.

Ally Conditions

Team members who survive a mission are labeled as Safe, while those who take too much damage and are forced to return to the Great Fox are labeled as Retired.

SAVE SCREEN

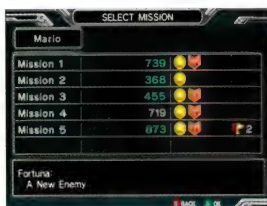
Once you press **A** on the Result screen, a message asking whether or not you want to overwrite the current game file will display. Choose either Yes or No with  or  and then press **A** to confirm.

SINGLE MODE MISSION

This mode allows you to go back and replay any mission that you've previously cleared.

SELECT MISSION

Use either  or  to choose a mission, then press  to confirm. Flags you've collected and scores for each mission will be displayed on the right portion of the screen. If you clear a mission with a high score and no deaths, the score will be displayed in blue.



SELECT DIFFICULTY

Select the mission difficulty with  or  and confirm with . There are three difficulty levels to choose from; Bronze, Silver, and Gold.



RESULT

Once you clear a mission, the Result screen will display. The screen display is the same as that in Story mode. Press  here to move on to the Save screen. Choose whether or not to save with  or  and confirm with .



SINGLE MODE

SURVIVAL

Survival mode will become available once you have cleared the Story mode on any difficulty level. Survival mode challenges you to finish every mission without saving.

SELECT DIFFICULTY

Select the mission difficulty with  or  and confirm with . There are three difficulty levels to choose from; Bronze, Silver, and Gold.



RESULT

Once you clear a mission, the Result screen will display. The screen display is the same as that in Story mode. Press  here to move to the next mission.



ABOUT SAVING IN SURVIVAL MODE

You cannot save between missions in Survival mode. However, you will be asked whether or not you want to save from Game Over screens and once you have cleared every mission. Please choose Yes and save.

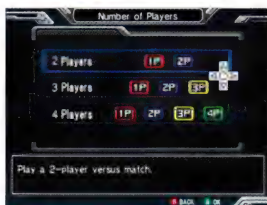


VS. MODE

This is a battle mode for up to four players. Beginners can be given handicaps to put them on even ground with more advanced players.

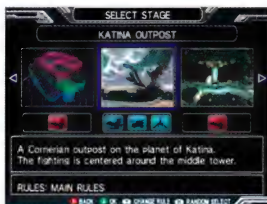
SELECT NUMBER OF PLAYERS

You can choose from between 2-player, 3-player, and 4-player games. When playing with three or more players, follow the on-screen instructions to complete team setup.



SELECT STAGE

Choose the stage you will play on with or use **A** to confirm. Press **Y** to set up game rules (pg. 25) or press **X** to randomly select a stage.



SELECT VEHICLES

Choose the vehicles to be available on the stage you've chosen. Use or **A** to select the Pilot, Arwing, or Landmaster icon, then press **A** to choose to use or not use the selected vehicle.

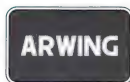
• Icon Color Codes



Red: Pre-selected



Blue: Use



Gray: Don't use



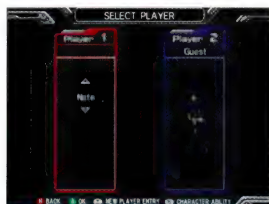
RULE CHANGES

Press **Y** on the Stage-Selection screen to change the Vs. mode rules. Use either or to select a rule set and press **A** to confirm. Once you select a rule set, you will see the settings for that set. Follow the on-screen explanations and complete the rules setup.



SELECT PLAYER

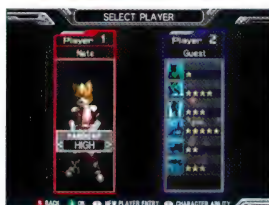
This is where you choose the character you will use. First, select the player data you will use, and then choose the character you want to play as with or , and then press **A** to confirm. You can create new player data by pressing **Y** or view character abilities (pg. 36) by pressing **X**.



HANDICAPS

After characters have been chosen, the handicap setting bar will display. Choose from None, Low, and High with or and press **A** to confirm. Press START/PAUSE to begin battling.

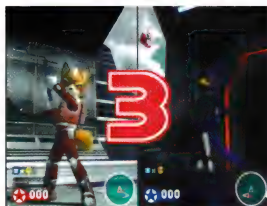
Players with handicaps turned on will automatically use barrier items when their health drops below a certain level.



Low Handicap	Cursors for vehicle and handheld weapons is bigger than normal.
High Handicap	Cursors for vehicle and handheld weapons is bigger than normal and the weapons are more powerful than normal.

VIEWING VS. SCREENS

Vs. screens are divided by the number of combatants. The display will also vary depending on the rules selected.



Time Remaining

Depending on the rules selected, the time remaining may be displayed.

Shield

This shows the endurance of your vehicle. If you take damage while this is at zero, the vehicle will be destroyed and you'll continue on foot.

Life Gauge

This is the character's health. You will be knocked out if this reaches zero.

Boost Gauge

This shows how much boost energy you have remaining. This replenishes little by little over time.

Points

You get one point for every opponent you defeat. Once you reach the number of points necessary to win as determined in the rules setup, you are the victor.



Barriers

This shows how many barriers you're carrying. This number changes to show the number of bombs you have when you're in an Arwing.

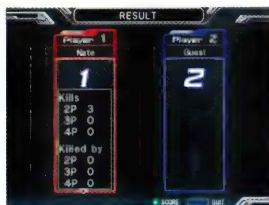
Radar

This shows the location of your character, opponents, vehicles, etc.



RESULT SCREEN

Once a Vs. battle is finished, the Result screen will appear. Press **A** to display battle details and use **○** or **+** to view different statistics. Once all players have pressed START/PAUSE, the End menu will display.



END MENU

On the End menu you choose what you will do next. Use **○** or **+** to choose a menu item, then confirm with **A**. Only Player 1 can navigate the End menu.



Retry Try the same battle under the same conditions again.

Select Player Go to the Select-Player screen.

Select Stage Go to the Select-Stage screen.

Exit End Vs. mode and return to the Title screen.

PAUSE MENU

Pull up the Pause menu by pressing START/PAUSE. To continue the battle, press START/PAUSE again or select Continue and press **A**. The rest of the Pause menu is identical to the End menu. Only the player who brought up the Pause menu can navigate it.



OPTIONS

Come here to view user settings, play data, etc. You can have data for up to 20 players.

USER SETTINGS

You can create and delete play data here and change Controller configurations (pg.18). Select the play data you want to manage with  or  and press **A** to move to the Controller setup screen. Press **X** to delete play data.

Once play data has been deleted it cannot be recovered, so be careful.



PLAY DATA

Come here to view player statistics. Use  or  to choose either Single or Vs. mode records and press **A** to confirm.



Battle Stats	High Score
Story	395.0 sec
Survival	0 sec
Mission 1	78.4 sec
Mission 2	35.0 sec
Mission 3	48.3 sec
Mission 4	55.7 sec
Mission 5	70.0 sec



Order	Player Name	Numbers
1	Nate	0h2m16s
2	FOX	0h0m0s
3		
4		
5		
6		
7		

SOUND

This is where you can change the sound setup. Use  or  to choose either mono or stereo and press **A** to confirm.

BONUS GAME

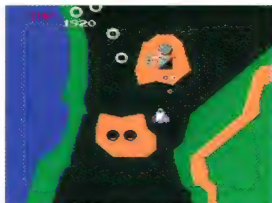
Once you've cleared certain conditions you will unlock the arcade classic Xevious.



How to Unlock:
Collect 10 silver badges.

A classic arcade shooter from Namco that debuted in 1982. Your goal is to pilot the Solvalou, shoot down baddies, and conquer all 16 areas.

XEVIOUS: ©1982,1984 NAMCO LTD.,ALL RIGHT RESERVED.



ACTIONS

Here are the different moves you can perform in Star Fox: Assault.
The controls shown here are for the Single Stick configuration.

ROLLING

Landmaster

Arwing



Press and tilt the Left or Right when in a Landmaster or Arwing to roll. Enemy attacks bounce off when you're rolling, so this is a good technique to use when multiple enemy attacks are closing in.



LOOPS & U-TURNS

Arwing



When piloting an Arwing, tilt Up on to perform a loop and Down to do a U-turn. Both of these maneuvers are useful when you've got enemies or missiles closing in from behind. One note of caution: U-turns can only be used on all-range stages.



SWITCHING VEHICLES

Pilot

Landmaster

Arwing

Press to enter vehicles on all-range stages. Press again to get out of vehicles. There are some space-only stages that you cannot do this on.



SLIDE

Pilot

Landmaster



Press and hold while moving with to slide to the side without changing your direction. This is a helpful move to use when you want to counterattack and avoid enemy fire at the same time.

CHARGE SHOTS

Pilot

Landmaster

Arwing

While in vehicles, you use charge shots by pressing to begin charging and pressing once more to shoot. While in Pilot mode, press and hold to charge and release to shoot. While in a vehicle, you can lock onto an enemy while charging. The only weapons that can charge are the blaster and grenade. **pg. 34**



CURSOR AIM

Pilot

Landmaster

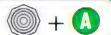


Press and hold and use to move only the cursor. This is very useful when trying to shoot down airborne enemies.



WING RIDING

Pilot



On specific stages you can ride on allied Arwing wings and attack. Use to move the cursor and press to fire. If you press and hold , you can fire repeatedly. Use to switch weapons.



ADVICE

Here are some hints that may help you progress through the game. Cooperate with the entire Star Fox team and shoot for high scores.

COLLECT SPECIAL FLAGS

There are five special flags per stage. Defeat specific enemies or blast suspicious areas to reveal them.



HELP YOUR ALLIES

Your teammates will ask for your help from time to time during missions. As they are vital to your own success, try and help them as soon as you can. When you receive an SOS, watch your ally's vehicle endurance and health gauge, which will display at the bottom of the screen. If you can finish a mission without any of your teammates being forced to retire, you'll win an ally medal.



VEHICLE MANAGEMENT

It's really important to maximize all your forms of transportation on all-range modes. There are some places that Landmasters won't fit into, so you'll have to proceed on foot.



MACHINES

SPACE FIGHTER

ARWING

The primary fighting vehicle of the Star Fox team. It has been refined and improved to have the strongest firepower in the Lylat system. It's equipped with a G-diffuser system that gives it high maneuverability.



ANTI-AIRCRAFT TANK

LANDMASTER

This new and improved version of the Landmaster is lighter than before and maintains its all-terrain exploration wheels on a combat-ready tank chassis. Small plasma engines located on either side of the chassis give the Landmaster hovering capabilities for short durations of time.



MOTHERSHIP

GREAT FOX

This dreadnaught-class battleship is the base for all Star Fox team operations. It's equipped with a monstrous plasma engine with which it can travel the system at warp speeds. It's also the hangar for the team's Arwings, Landmasters, and other equipment.



WEAPONS

Blaster



The weapon you start out with. It can shoot charge shots and has unlimited ammo.

Machine Gun



Shoot multiple times by merely holding down the fire button.

Grenade



Press and hold the fire button to trigger a grenade, and then release the fire button to throw it.

Sensor Bomb



Place these bombs with the fire button then wait for something to pass close by and set them off.

Sniper Rifle



Press  to use the scope and shoot at far-off enemies. Press  to zoom in more.

Homing Launcher



Lock onto enemies, then fire a missile that will chase after the enemy.

Gatling Gun



Press and hold the fire button to shoot continually. A more powerful version of the machine gun.

Plasma Cannon



A cannon you can wield while riding on the wing of someone's Arwing. It fires rapidly and has endless ammo.

Demon Launcher

Vs. Mode Only



This weapon is available only in Vs. mode. It fires enormously powerful homing rockets that kill with one hit.

ITEMS



Barrier

This item deflects all enemy attacks for a short period of time.

P

Vs. Mode Only



P

Stealth Suit

This Vs.-mode only weapon makes the user invisible for a short time.



First Aid Kits

These beneficial items restore the user's health. There are three types of first aid kits.

P



Silver Shield Ring

This sparkling ring restores a small portion of a vehicle's shield.

A L



Gold Shield Ring

This glittering ring restores a medium portion of a vehicle's shield.

A L



Green Power Upgrade

Grab one of these upgrades to increase your vehicle's firepower by one level.

A L



Red Power Upgrade

Grab one of these upgrades to increase your vehicle's firepower by two levels.

A L



Smart Bomb

Press **B** to launch one of these bombs and press again to detonate.

A



1-Up

Find one of these on a stage to receive an extra life.

A L P

A Arwing Item

L Landmaster Item

P Pilot Item

CHARACTERS

STAR FOX TEAM

FOX MCCLOUD

Head of the commandos-for-hire Star Fox team. He's responsible and extremely capable of assessing situations and giving orders, not to mention a fiery hero with a strong sense of responsibility and a record of success.



Health	★★★★☆
Speed	★★★★☆
Jump	★★★★☆
Arwing Skill	★★★★☆
Landmaster Skill	★★★★☆
Pilot Skill	★★★★☆

SLIPPY TOAD

Slippy's not much of a fighter, but he's an excellent mechanical engineer. He fulfils the role of team mascot and calms frayed nerves on the battlefield.



Health	★★★★☆
Speed	★★☆☆☆
Jump	★★★★☆
Arwing Skill	★★☆☆☆
Landmaster Skill	★★★★★
Pilot Skill	★★★★☆

SPECIAL

Charge speed is twice as fast as others.

FALCO LOMBARDI

The Star Fox team's ace pilot. Falco left the team briefly to work on his own but has since returned to the fold. He says he's in it for the money, but rumour has it that he considers the team his family. He's really a kind-hearted and uncomplicated fellow.

Health	★☆☆☆☆
Speed	★★★★☆
Jump	★★★★☆
Arwing Skill	★★★★★
Landmaster Skill	★★☆☆☆
Pilot Skill	★★★★☆



KRYSTAL

The newest member of the team. Krystal's a mysterious young woman with extrasensory perception; she uses her talent to foresee danger and aid her teammates.

Health	★★☆☆☆
Speed	★★★★☆
Jump	★★★★☆
Arwing Skill	★★☆☆☆
Landmaster Skill	★★☆☆☆
Pilot Skill	★★★★☆

SPECIAL

Receives 2 barriers when revived.

OTHER CHARACTERS



PEPPY HARE

The father figure of the Star Fox team. Peppy is a former pilot who retired because he was unable to conquer advanced age. He currently rides in the Great Fox where he issues advice and instructions to the team.

ROB

The observation and analysis robot assigned to the Great Fox. His main duties are to assist Peppy and transfer vehicles to Fox and company.



GENERAL PEPPER

Commander of the Corneria Defense Force. He was the commanding officer of Peppy and Fox's father when they were in the service. His leadership abilities and trustworthiness have made him a popular figure.

PIGMA DENGAR

A greedy miser who thinks of nothing save his own gain. His life has been one double cross after another. His overwhelming greed and unreliability got him kicked out of Star Wolf.



STAR WOLF



WOLF O'DONNELL

A scoundrel well-known throughout the Lylat system as the leader of the ruffian gang Star Wolf. He's crossed paths and laser fire with Fox on numerous occasions; each considers the other his eternal rival.

LEON POWALSKI

A member of Star Wolf who's a cold-blooded assassin. He has no morals or conscience and will perform any job with machinelike disinterest.



PANTHER CAROSO

Although he's new to the Star Wolf team, he's a top-class pilot. Panther's a flirt and incredibly indulgent with females. His conceit is so great that those around him are embarrassed. The red rose is his symbol.

ULTRA SPACE FIGHTER WOLFEN

The primary fighting vehicle of the Star Wolf team. Wolfens are equipped with more gravity-regulating Gravity Blades than Arwings and are conjectured to be at least equal to Arwings in functionality.



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